The Task Roll

To find out if a character succeeds at a task:

- ❦ Roll two d6 to get a total from 2 to 12

- ❦ Add an appropriate *attribute*

- ❦ If fighting, add an appropriate *combat ability*

- ❦ If not fighting, add the rank of an appropriate *career*

- ❦ Add any other situational modifiers

If the dice result is:

- ❦ 9 or more: the character **succeeds**.

- ❦ 8 or less: the character **fails**.

- ❦ **Two sixes** is a *Mighty Success* if a 12 would have granted a success, otherwise this is just a normal success.

- ❦ **Two ones** is always a failure. A character can gain a Hero Point if they make it a *Calamitous Failure*.

Priority	Character
1	Heroes with *Legendary Success*
2	Heroes with *Mighty Success*
3	Heroes with *Success*
4	*Villains*
5	*Toughs* (no first round vs a *Legendary/ Mighty Success*)
6	Heroes with a *Failure* result
7	*Rabble* (no first round vs a *Legendary/ Mighty Success*)
8	Heroes with a *Calamitous Failure*

Weapon	Damage	Strength bonus
Brawling	d3	Add half *strength* (rounded down)
Improvised	d3	Add *strength*
Light melee	d6L	Add *strength*
Medium melee	d6	
Large melee	d6H	
Light ranged	d6L	Add half *strength*
Medium ranged	d6	
Large ranged	d6H	

d6L = "roll 2 dice and keep the lowest die"
d6H = "roll 2 dice and keep the highest die"

Weapon	Damage	Range incr.	Notes
Melee Weapons, add strength to damage			
Axe	d6	10'	Can be thrown
Club	d6	10'	Can be thrown
Cudgel	d6L		Non-lethal option
Dagger	d6L	10'	Concealable
Flail	d6H		Attack ignores shield
Foil	d6L		Fashionable
Great Sword	d6H		Two-handed
Mace	d6	5'	Can be thrown
Morning Star	d6H		Two-handed
Polearm	d6H		Two-handed
Quarterstaff	d6		Two-handed
Spear	d6	20'	Can be thrown
Sword	d6		
Missile Weapons, add half strength (rounded down) to damage			
Arbalest	d6H	150'	2 combat rounds to load
Bow	d6	75'	Two-handed
Crossbow	d6	100'	Two-handed
Dart / Javelin	d6L	20'	Thrown
Sling / Staff-sling	d6L	30' / 60'	One-handed / two-handed

Spell Magnitude	Difficulty	Modifier	AP Cost	Min. Cost
Cantrip	Automatic	–	1 to 2 AP	1 AP
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5 AP	2 AP
	Hard	–1		
Second Magnitude	Tough	–2	10 AP	6 AP
	Demanding	–4		
Third Magnitude	Formidable	–6	15 AP	11 AP
	Heroic	–8		

Difficulty	Mod.	Range	Naval action, max. range
Very Easy	+2	–	–
Easy	+1	Point Blank	Board, Break Free
Moderate	0	Close	Grapple, Oar Rake
Hard	–1	Medium	Ram
Tough	–2	Long	Fire Machine, bows, etc.
Demanding	–4	Distant	
Formidable	–6	Extreme	Catapult
Heroic	–8	Utmost	

Armour	Protection	Penalties	AP Cost
No Armour	0	–	–
Light	d6–3 (1) from one attack	Social if not concealed	+1 AP
Medium	d6–2 (2) from one attack	Social / –1 agility	+2 AP
Heavy	d6–1 (3) from one attack	Social / –2 agility	+3 AP
Helmet	+1 to armour protection	Social / –1 initiative	–
Small Shield	–1 to be hit on one attack/round	–	–
Large Shield	–1 to be hit on all attacks/round	–1 agility	–

Difficulty	Modifier	Alchemy
Very Easy	+2	–
Easy	+1	Common–
Moderate	0	Common
Hard	–1	Uncommon
Tough	–2	Legendary
Demanding	–4	Mythic
Formidable	–6	Mythic+
Heroic	–8	–

NPC Type	Attributes	Combat	Careers	Lifeblood	Damage	Special Rules
Rabble	0	0	0–1	1–3	1 or d3 (armed)	Horde
Toughs	0–2	0–2	2	5–8	by weapon	
Villains	0–4	0–4	4+	10+	by weapon	Villain Points

The Horde rules for Rabble

Rabble can attack as a horde if there is room for them to attack the Hero at the same time.

In that case, the horde attacks as one, but receive +1 to their combined Attack Roll for every rabble attacking, so +2 if there are 2, +3 if there are 3 and so on. Circumstances and weapons used will dictate how many are able to attack at the same time.

If they do hit, they roll once as a group for damage, doing d6L (they don't do damage individually).

Beast Size	Priority	Damage	Lifeblood	Strength	Move	Creature Examples
Tiny	Rabble	1	1	–3	15'	Ganuc, jit
Very small	Rabble	d3	2	–2	20'	Cathgan, kyphus
Small	Tough	d6L	5	–1	25'	Frossor, phong, purgat, uzeg
Medium	Tough	d6	10	0	25'	Sand runner, skorpider, snow worm, ursavus, venator, wolf, xolag
Large	Villain	d6H	20	4	30'	Andrak, bouphon, crocator, kroark, lurkfish, parvalus, snow ape, swampus, wolf-dire, yorth
Very large	Villain	d6H	30	6	30'	Azhdarkho, bronyx, dracophon, jemadar, terror bird, triotaur
Huge	Villain	d6 ×2	40	8	35'	Banth, cave/snow bear, dinohyus, mythunga, zathog
Massive	Villain	d6H ×2	50	10	35'	Chark, deodarg, drakk, elasmotherium, eldaphon
Enormous	Villain	d6H ×2	60	12	40'	Poad, giant skorpider
Gigantic	Villain	d6 ×3	70	14	40'	Kalathorn, sarkolith
Immense	Villain	d6H ×3	85	16	45'	Xolth
Colossal	Villain	d6 ×4	100	18	45'	Behemathon

Notes:
d6L = "roll 2 dice, keep the lowest die"   d6H = "roll 2 dice, keep the highest die"   the multiplication sign means "the die result times this number"

Demon type	Priority	Attributes	Combat Abilities	Powers	Lifeblood	Damage
Minor	Rabble	2 points	2 points	1	10	d6L
Lesser	Tough	6 pts, 4 max in one	6 pts, 4 max in one	2	20	d6
Greater	Villain	12 pts, 6 max in one	12 pts, 6 max in one	4	30	d6H